# RogueMon — MVP Completion Checklist

Scope: Finish the original MVP, no MVP+ features.

1) Starter Selection

- API for starters

- Frontend screen for starter select

- Store selection and enemy

- QA: Player picks different starters

2) Battle End Flow

- Track status win/lose

- Capture logic

- Next battle or game over screen

3) EXP & Level-Up

- Extend party model

- Award EXP

- Level up at thresholds

4) Party System

- Manage RunState with party and activeIndex

- Capture adds to party

- Choose active Pokemon

5) HP Bar UI Polish

- HP bar component with thresholds (green, yellow, red)

- Live updates

- QA visuals

## Next 5 Milestones / PR sequence:

PR1: Starters

PR2: Battle End Flow

PR3: EXP

PR4: Party System

PR5: HP Bar